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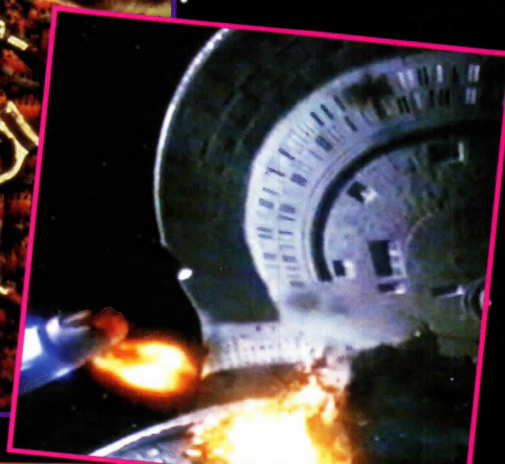
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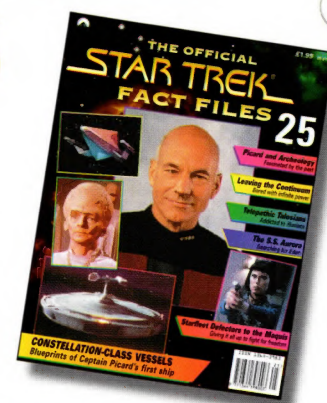
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Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Editorial Assistant: Emily Mitchell-Heggs
Artists: Rob Garrard, Peter Harper, Studio Liddell, Stuart Wagland

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COORDINATING EDITORS, LOS ANGELES:
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PHOTO EDITOR, LOS ANGELES: Larry Nemecek

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RESEARCH COORDINATOR, LOS ANGELES:
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

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ALPHA QUADRANT



CHARTING
THE GALAXY

CEREBUS II

CLASS-M PLANET

The inhabitants of **Cerebus II** have discovered a way to reverse the effects of aging using a combination of herbs and drugs. In 2364, **Starfleet** officer **Admiral Mark Jameson**, who suffers from the terminal **Iverson's disease**, receives treatment from the planet's natives in return for handling a treaty for their government. Sadly, he dies soon afterward on **Mordan IV** from side effects of the treatment, which is rejected by his human body. He leaves behind his wife of 50 years, **Anne Jameson**.

CETI ALPHA V

CLASS-M PLANET

Ceti Alpha V is the planet to which **Khan Noonien Singh** and his band of genetically engineered superbeings are exiled by **Captain Kirk** in 2267. Khan and his followers are found drifting in space aboard the **Botany Bay** sleeper ship by the **U.S.S. Enterprise**, and are later awakened from their suspended animation. They attempt to take over the **Enterprise**, but their plans are foiled and as punishment they are exiled to Ceti Alpha V rather than taken back to Earth to face trial. **Enterprise** historian **Marla McGivers**, who has fallen for the attractive Khan, chooses to remain with him on Ceti Alpha V, and later becomes his wife. The planet, although uninhabited, is at the time considered hospitable enough to allow Khan's followers to live out their days. Sadly, this is changed when a devastating ecological disaster just six months later turns the planet into a wasteland.

The deadly Ceti eel of Ceti Alpha V renders its victims susceptible to suggestion. Ceti eels are one of the few indigenous life forms to survive the devastating environmental changes which ravage the planet in the 2260s.



CESTUS III

CLASS-M PLANET

In 2267, an unnecessary catastrophe is visited upon the **Federation** colony of **Cestus III** by the **Gorn**. This green, reptilian race destroy the outpost as they feel that Gorn territory is being violated. **Captain Kirk** later tracks down the Gorn and comes face to face with their captain on a desert planet, courtesy of the powerful **Metrons**. Kirk chooses not to kill the creature and is released by the Metrons for his honorable rejection of revenge.

A colony of some size remains on the planet and, in 2371, the **Cestus Comets** are one of six baseball teams involved in the revival of this popular 20th century North American sport.



The U.S.S. ENTERPRISE crew were looking forward to a visit on Cestus III, but when they arrive at the planet they find only rubble. In spite of this destruction, however, the Federation colony recovers and continues well into the 24th century.

CETI ALPHA VI

CLASS-M PLANET

This virtually dead planet, the neighboring body to **Ceti Alpha V**, explodes only six months after **Khan** and his followers are exiled to the Ceti Alpha system. The explosion has a devastating effect on the orbit of Ceti Alpha V and, as a result, almost all the flora and fauna are wiped out by extreme temperatures and sand storms. Khan and his followers struggle to survive. They are able to escape their hell in 2285, by taking hostage two unsuspecting **Starfleet** officers who arrive on Ceti Alpha V, thinking it is **Ceti Alpha VI** – the perfect planet on which to test the **Genesis** terraforming device.



A landing party from Starfleet's U.S.S. RELIANT visit the planet they believe to be Ceti Alpha VI, unaware that the real Ceti Alpha VI no longer exists.

CHALNA

CLASS-M PLANET

Chalna, home to the ruthless and unruly **Chalnoth**, is visited by the captain of the **U.S.S. Stargazer**, **Jean-Luc Picard**, in 2354. Picard later meets a fake Chalnoth, **Esoqq**, when he is kidnapped for experiments in 2366. The Chalnoth are, by nature, anarchists who survive without the formality of laws or governments. Their bodies are much larger than the human norm, and facially they resemble an Earth wolf.

CHANDRA V

CLASS-M PLANET

Chandra V features an interesting race, the **Chandrans**. The **Betazoid** first contact specialist **Tam Elbrun** is assigned to the planet prior to 2366, and afterward describes the Chandrans as beautiful, peaceful non-humanoid creatures. He particularly recalls how, to demonstrate their peacefulness, the Chandrans take part in a three-day greeting ritual.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3H

ALPHA QUADRANT



CHARTING
THE GALAXY

CHERON

CLASS-M PLANET

Cheron is located in the southern portion of the Galaxy. All life on Cheron is destroyed sometime prior to 2268, a result of internecine fighting inspired by racial hatred. The humanoid population all displayed a half-black and half-white skin pigmentation, but there were two races; the coloring of one was a mirror image of the other. Neither side

could stand the other even though there were no other discerning physical characteristics. **Dr. McCoy** discovers this after examining two Chérons, one from each race: **Bele** and **Lokai**.

When the crew of the **U.S.S. Enterprise NCC-1701** encounter the two males, they are the only known survivors of this once thriving planet.



⬤ The planet of Cheron, deserted and destroyed after years of racial animosity, stands as a testimony to the devastation and stupidity of war. Bele and Lokai return to their planet, presumably to continue their own centuries-long feud.

CIRRUS IV

CLASS-M PLANET

Location of the popular **Cliffs of Heaven**, considered an ideal and spectacular spot for diving. These famous cliffs are even reproduced as **holodeck simulation 47-C** by a **U.S.S.**

Enterprise NCC-1701-D crew member named **Kristin**. When she repeatedly hurts herself, **Dr. Crusher**'s advice is that she try something a bit less daunting, like the **Emerald Wading Pool** of **Sumiko III**.

COLTAR IV

CLASS-M PLANET

This **Class-M** planet is the location of a farming colony. In 2364, while conducting gravity/time experiments on the planetoid of **Vandor IX**, **Dr. Paul Manheim** causes **Coltar IV** to experience a 'hiccup' in time. His experiment, which has a potentially harmful effect on the entire space/time continuum, is halted by the crew of the **U.S.S. Enterprise NCC-1701-D**, and any further disruptions to the space/time continuum are prevented.

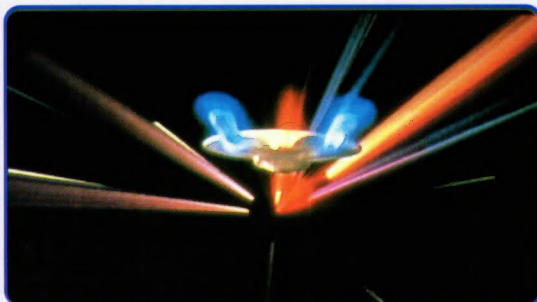


⬤ Jenice Manheim is the current wife of Dr. Paul Manheim, whose experiments caused problems for Coltar IV.

COR CAROLI V

CLASS-M PLANET

In what is deemed a 'secret' mission, the **U.S.S. Enterprise NCC-1701-D** is sent to **Cor Caroli V** in 2366 to help fight the harmful **Phyrox Plague**. The exercise is considered successful.



⬤ To help combat diseases such as the deadly Phyrox Plague on Cor Caroli V, ships such as the **U.S.S. ENTERPRISE** are frequently used as emergency vessels.

CORINTH VI

CLASS-M PLANET

Location of a **Federation** starship base. This base, one of many throughout the Galaxy, operates support services for starships, including repair facilities. The **U.S.S. Enterprise NCC-1701** checks in at the **Corinth IV** base in 2266, although the ship's arrival is delayed by an incident on **Planet M-113**.

CORVAN II

CLASS-M PLANET

The delicate ecosystem of **Corvan II** is nearly devastated by too many industrial pollutants in the 24th century. Particularly threatened by the pollution are the rainforests and their inhabitants, including the stick-like **gilvos** – creatures which have evolved to resemble their natural habitat, the branches of a tree.

CORIDAN

CLASS-M PLANET

Coridan is a planet rich in **dilithium crystal** deposits. It is for this reason that the **Babel Conference** of 2267 is organized to discuss Coridan's possible admission into the **United Federation of Planets**. Due to the planet's potential value from the dilithium, a careful solution must be negotiated. **Sarek**, the **Vulcan** ambassador, plays an important role in the planet's successful admission, which is based on a vote.



⬤ Sarek has a long career as a Vulcan ambassador. One of his most successful negotiations is for Coridan.

CYGNET XII

CLASS-M PLANET

Location of a base at which starship maintenance is often carried out. Specialized computer technicians on **Cygnat XII** tend to be female, and have been known to impose their influence on the computers of the ships they happen to be servicing. In 2267, the **U.S.S. Enterprise** pulls in for repairs and leaves with a very female-sounding computer.



⬤ The **U.S.S. ENTERPRISE** gets a woman's touch on **Cygnat XII**, where the computers are reprogrammed to sound more female.



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12

CARD 3



THE ROMULAN
STAR EMPIRE

ROMULAN IMPOSTORS

The Romulans, a secretive people who were originally part of the Vulcan race, have been known to send as many spies into enemy territory as other races have sent into their society.

Romulans are not as violent a race as many Federation enemies such as the Klingons or the Jem'Hadar. Rather than making the first hostile move, Romulans frequently learn about their enemies through spies. A Federation captain once remarked that dealing with the Romulans is like playing a game of chess, comprising move and countermove.

Romulans aren't as blatant as the battle-loving

Klingons, nor are they as passive and cool-headed as their Vulcan brethren. They prefer to keep themselves and their technology hidden from their enemies' prying eyes, but this policy hasn't always been successful: a succession of impostors from other races have penetrated the Romulans' veil of secrecy.

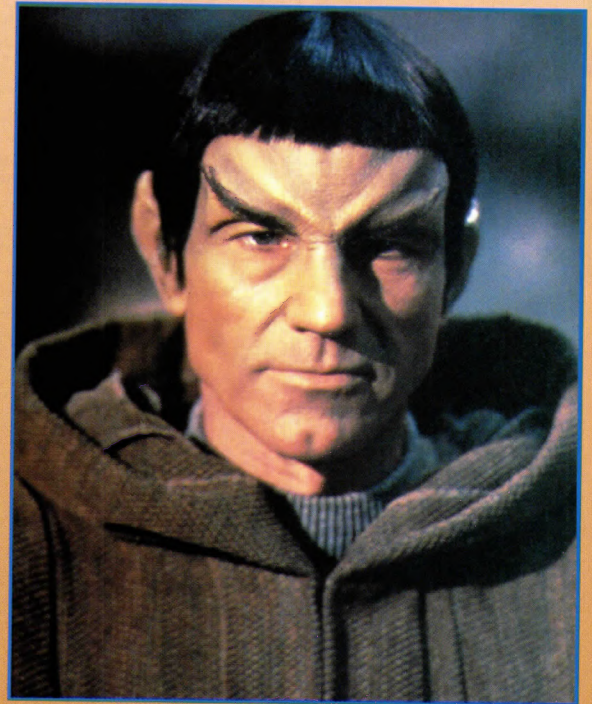
Romulans and Starfleet

One of the first of these impostors is **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-**



Captain Picard of the **U.S.S. ENTERPRISE** changes his appearance to enable him to impersonate a Romulan on an undercover mission to Romulus. He must find **Spock**, who may have defected.

1701, who is surgically altered to resemble a Romulan in 2268. Under Federation orders, Kirk successfully uses this disguise to sneak on board a **Romulan Battle Cruiser** and steal a cloaking device so that Starfleet can study the technology and learn



Data, the **U.S.S. ENTERPRISE's** android crew member, makes as convincing a Romulan as any human who has been surgically altered for the task. He goes undercover on the Romulan homeworld with **Captain Jean-Luc Picard** in 2368.



Spock truly believes that reunification of the Romulans and the Vulcans is possible, but his initial negotiations are carried out without the knowledge or the blessing of the Federation.

more about it, even though the conditions of a peace treaty with the Romulans forbid its use on Starfleet vessels.

Romulans and Picard

In 2368, **Captain Jean-Luc Picard** and **Lieutenant Commander Data** of the **U.S.S. Enterprise NCC-1701-D** are disguised as Romulans when they travel to **Romulus** in search of

Ambassador Spock, a respected Vulcan and **Starfleet** Ambassador who supports the reunification of the Romulan and Vulcan races. The reunification, it turns out, is an elaborate trap created by the Romulans to enable them to launch an attack on the unsuspecting Vulcans.

The plot is foiled, and a year later, in 2369, **Spock** (who has remained behind on Romulus) sends an underground Romulan dissident, **Vice Proconsul M'ret**, and his aides into Federation space. Here, the group is helped to freedom by the **Enterprise's** **Counselor Deanna Troi**, who is surgically altered to resemble a member of the



While Spock's Vulcan features enable him to blend in on Romulus, **Captain Picard** needs to be fitted with pointed ears, sloping eyebrows and the traditional Romulan hairstyle before he travels to the planet.



The U.S.S. ENTERPRISE's
Deanna Troi is altered to look like a member of the Tal Shiar in order to help a group of Romulan dissidents who are allies of Ambassador Spock.



secretive Romulan intelligence service, the Tal Shiar.

Espionage from others

The Federation isn't the only government that sends spies into the Romulan Star Empire. In 2371, a task force of Romulan Tal Shiar and the Cardassian Obsidian Order attempt to attack the Founders' homeworld in the Omarion Nebula. The attack becomes an ambush when the rogue alliance is decimated by the Dominion. Unbeknownst to the Cardassians or the Romulans, Tal Shiar commander Lovok is actually a Changeling. He encourages the attack, all the while leading it to disaster.

Getting their own back

Unfortunately for the Federation, the Romulans are as good at espionage as their enemies. In 2367, the U.S.S. Enterprise NCC-1701-D transports one of the Federation's most honored diplomats, Vulcan Ambassador T'Pol, to the Romulan Neutral Zone for possible treaty talks. Once she is safely aboard a Romulan ship, it is revealed that T'Pol is actually Subcommander Selok, a Romulan who has been on an undercover mission in the Federation.

Vulcans have also taken advantage of their common heritage to impersonate

The Guide to the STAR TREK Galaxy

FILE 12 CARD 3

ROMULAN IMPOSTORS

The ENTERPRISE Incident

Cloak and dagger

Although a peace treaty with the Romulans prevents the Federation from developing cloaking technology for its own ships, a loophole in the agreement seems to suggest that there is nothing wrong with stealing a cloaking device from a Romulan vessel, and so in 2268 Captain James T. Kirk of the U.S.S. Enterprise is dispatched to carry out the dirty deed. He is the first of many Federation officers who will masquerade as Romulans, with a little help from makeup and surgical alteration, over the years to come.



The Romulan cloaking generator resembles a glowing white globe. This simple-looking device has enabled the Romulans to maintain an edge over their enemies for more than a century.

Kirk meets a Romulan crewman in a corridor on the BATTLE CRUISER and the two exchange a typical Romulan salute. Kirk's disguise proves sufficient to avoid arousing suspicion.



Romulans. In 2370, Tallera, a Vulcan separatist, poses as a Romulan mercenary as part of a plan to recover the legendary Stone of Gol.

Klingon allies

Uncovering Romulan spies isn't always as easy as identifying disguised members of that race, either; non-Romulans have also been known to spy for the Star Empire. In 2367, a Klingon exchange exobiologist named J'Dan is charged with transmitting the technical schematics of the U.S.S. Enterprise NCC-1701-D's dilithium chamber to the Romulans. Cooperation between the Romulans and Klingons has fluctuated over the centuries, and often disrupts the Klingons' relationship with the Federation. J'Dan's espionage alarms Federation Security, resulting in a thorough examination of the starship's crew. When it is revealed that a young crewman, Simon Tarses, lied on his Starfleet application about his

Romulan grandfather, it appears that his career aspirations are under threat. The tensions between the Romulans and the Federation are such that even a distant blood connection to the enemy might be considered treasonable.

Romulans have emulated humans to suit their needs, just as humans have spied on them. Sometimes, the non-violence of espionage can be just as damaging to an enemy as a direct physical attack. Other races, as well as the Federation and the Dominion, have



sent spies into Romulan territory and will undoubtedly continue to do so as long as they have no lasting alliance with the wily and secretive Romulans.

ROMULAN FACTS

Even putting their spying activities aside, the Romulans are a sneaky race who cannot be trusted.

The Romulans lend a cloaking device to the U.S.S. Defiant for use in the Gamma Quadrant, but fail to mention that they have positioned a cloaked Warbird near Deep Space Nine.

Changeling

The Gamma Quadrant-based Changelings have infiltrated almost all the major powers on the other side of the Bajoran wormhole, and the Romulans are no exception. Their shapeshifting abilities make the Changelings ideal spies, able to remain undetected amid any race.

Lovok stays true to the rule that no Changeling harms another, and allows Odo and his friends to escape.



Data admires his Romulan ears, sloping eyebrows, and tinted skin. Perhaps surprisingly, the android looks far more natural as a Romulan than he does as a human.



Picard and Data take out the tools which enable them to apply and remove their Romulan makeup. It will be a relief to return to their normal appearances.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 6



OTHER GROUPS
AND RACES

THE KAZON RACE

The Kazon race is divided into violent factions. They have escaped persecution and domination by the Trabe, but the legacy of their enslavement is that they trust no one, not even each other.

One of the most violent and hostile races of the **Delta Quadrant** are the **Kazon**. There is a male-dominated society in which children are initiated into warrior sects before puberty, while adults survive by a combination of force and treachery. The Kazon are somewhat taller than the average human, with well-sculpted features and great masses of hair.

Generally, no females are seen on Kazon ships, and women seem to have very little power or respect in Kazon society which, like that of the Klingons, appears to be based around a very macho ideal of warrior bravery.

The Kazon and the Trabe

While Kazon history does not excuse the race's continued hostility, it does give some insight into the sects' behavior.

For many years, the Kazon are kept in squalor and slavery by the **Trabe**, a highly evolved species famed for their art and science. They are especially persecuted by the Trabe

Fearsome appearance
Kazon have a tough appearance with pronounced forehead ridges reminiscent of the Klingons. Their fiercely male-dominated society trains children to be warriors from a very early age.



A VIOLENT RACE

Shoot first

The Kazon are a race who shoot first and ask questions later. Considering their treatment at the hands of the Trabe and the races who knew about their enslavement but did nothing to help, perhaps it is not too surprising that the Kazon trust no one, including other Kazon sects.



Commander Chakotay of the U.S.S. VOYAGER gains an insight into Kazon initiation rites and training when he and a young Kazon boy crashland on a moon used as a training ground. The inhospitable landscape is peppered with booby traps to keep trainees alert.

Race The Kazon
Species Humanoid **Quadrant** Delta
Homeworld Unknown

Society Male-dominated, based on proving oneself in battle from an early age.
Social Structure Former slaves to the Trabe, the Kazon race now consists of individual sects which trade and fight with each other.
Leaders Each sect is led by a First Maje, a position which is inherited in at least some of the groups.
Technology Acquired rather than developed.
Starship Log STAR TREK: VOYAGER 'Caretaker'

Sects survive by trading with each other and with other races, on whom they rely for technology. Any race offering the Kazon items such as replicators are likely to get a good deal, although the Kazon should first check that they can make use of the items they are acquiring: many an accident on a *Kazon Raider* has been caused by incompatible technology.



Kazon settlers on the desert-like surface of the Ocampa homeworld do not have the technology to manufacture their own water.

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OTHER GROUPS
AND RACES

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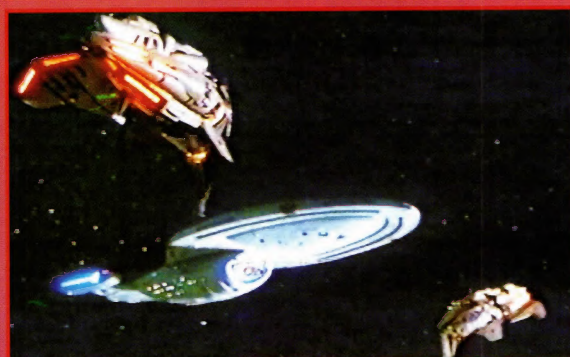
FILE 18 CARD 6



OTHER GROUPS
AND RACES

THE KAZON RACE

▼ The crew of the **U.S.S. VOYAGER** encounter the Kazon soon after arriving in the Delta Quadrant, and soon the stranded Federation ship comes under attack from a hostile **KAZON RAIDER**.



▲ Although the **U.S.S. VOYAGER** is larger than the average **KAZON RAIDER**, this is no deterrent. Often, ships attack simultaneously for a better result.

police. Trabe children know nothing of the barbaric conditions in which the Kazon are kept, only that they are not allowed anywhere near them. The Trabe encourage the Kazon to fight among themselves, hoping that this will distract them from their real enemy, their Trabe masters. The few races that know

how the Trabe are treating the Kazon are reluctant to cause a fuss for fear of losing highly valuable Trabe trade.

By the time the Kazon finally rise up against the Trabe, when **Jal Sankur** briefly unites the sects to overthrow their masters, they have become an angry, violent, and merciless force. The Trabe do not stand a chance of surviving under these circumstances.

At first sight, the Kazon culture seems primitive.

Most of the technology and all the ships the Kazon possess are stolen from the Trabe, and the Kazon themselves have little understanding of advanced technology; a settlement on the surface of the **Ocampan** homeworld has not yet discovered the secret of making water from elementary particles. Despite this, the Kazon seem to be doing a reasonable job of keeping the stolen Trabe ships running relatively smoothly.

Technological mix

Their ships are pumpkin-orange in color and are dirigible-shaped, with a huge vertical fin hanging from the front and drive engines at the rear. Although the vessels have displayed warp capability, something very like a photon torpedo, and masking technology similar to a very primitive **cloaking device**, the Kazon do not possess transporter, replicator, or related technologies.

Since gaining freedom from the Trabe, the Kazon race has remained divided into sects, each commanded by a **First Maje**. Each sect wears its hair in a slightly different fashion, and this can be used to tell the groups apart. The number of such

groups changes daily, as do territorial claims, but as of **Stardate 49005.3**, 18 sects are known to the crew of the **U.S.S. Voyager**.

Each Kazon sect has specialized goods which it trades with the others. However, when trade is not possible, battle is an acceptable alternative. Among the sects, the **Kazon-Nistrim**, led by First Maje **Culluh**, is regarded as one of the most violent, although the Nistrims' power has waned in recent years compared to the success it enjoyed under Culluh's grandfather. It would appear from this that the position of First Maje is at least partly dependent on inheritance rather than merit.

The Ogla Rite of Passage

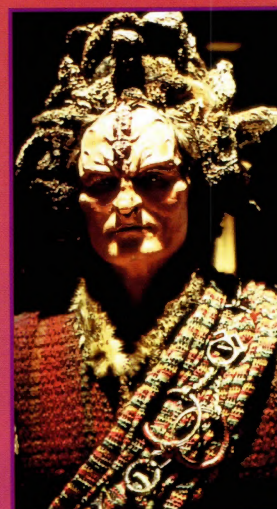
Another well-documented sect is the **Kazon-Ogla**. As soon as a Kazon-Ogla male can protect his younger siblings from attack, he is ready to attempt his first mission. To succeed, the boy is expected to kill his enemy or be killed himself.

If a Kazon-Ogla male successfully completes his task, he earns his 'Ogla name', and adds the word **Jal** to the front of the name given to him at birth. It is assumed that other sects conduct similar rituals.

GALAXY FACTS

▶ The Kazon are known to drink something called 'enemy's blood', although this is a strong intoxicant rather than a literal description.

▶ A Kazon-Ogla male who fails in his quest to become a warrior is called a 'govin', or outcast. He will be forced to wander from sect to sect, and each one will cut off a finger before sending him on his way.



▲ Kazon clothing is made from rough cloth in dull, natural colors. First Majes, such as Culluh of the Kazon-Nistrim, wear more elaborate garb to denote their position.



▶ Kazon males are considered old enough to take on their first mission once they are able to protect their younger siblings. Failures are banished from the sect.

THE TRABE: CRUEL MASTERS

Earning freedom

For many years, the Trabe live in luxury at the expense of their Kazon slaves, who are kept in poverty. During the period of slavery, hostilities between different Kazon sects is nurtured by the Trabe, as hating each other gives the Kazon little time to think about hating their cruel masters instead, and helps to maintain the status quo of the unequal

society. When the Kazon finally rise up and overthrow the Trabe, they take much of their masters' technology, and most of their ships, with them.

Since then, the Kazon have made few technological advances of their own and supplement the Trabe technology by acquiring machinery from other races through trade or pillage.



▶ The Trabe are a highly evolved race, noted for their art and culture, but for years they kept the Kazon in slavery, fostering rivalry between sects in an attempt to keep the Kazon's minds off the real issues.



FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
GALAXY-CLASS STARSHIP

REGISTRATION No:
NCC-71832

NAME:
U.S.S. ODYSSEY

DORSAL VIEW

PHASER STRIP

SHIP'S REGISTRY

MAIN BRIDGE

TRANSPORTER
EMITTER

LIFEBOATS

MAIN SHUTTLEBAY

IMPULSE ENGINES

IMPULSE ENGINES

SECONDARY SHUTTLE BAY

BUSSARD INTAKE

STARDRIVE IMPULSE ENGINE

STARDRIVE SECTION

WARP NACELLE

WARP
INTERCOOLER INTAKE

REAR PHASER STRIP



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FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

GALAXY-CLASS STARSHIP

REGISTRATION No:

NCC-71832

NAME:

U.S.S. ODYSSEY

The *U.S.S. Odyssey* NCC-71832, one of a small number of *Galaxy*-class starships and a sister ship to the *U.S.S. Enterprise* NCC-1701-D, is one of the first Starfleet vessels to fall victim to the Gamma Quadrant's Jem'Hadar.

The *U.S.S. Odyssey* is a *Galaxy*-class Starfleet vessel commanded by Captain Keogh, a no-nonsense officer who has a long-standing friendship with Lieutenant Jadzia Dax, Science Officer aboard the space station *Deep Space Nine*.

In 2370, the *Odyssey* is returning from a routine patrol of the Federation/Cardassian border when it stops off at *Deep Space Nine* for supplies. Upon his arrival at the station, Captain Keogh learns that Captain Benjamin Sisko, his son Jake, the Ferengi Quark, and his nephew, Nog, have been attacked by the Jem'Hadar while performing a planetary survey in the Gamma Quadrant.

The *Odyssey* receives orders from Starfleet Command to travel through the Bajoran wormhole, investigate and assess the Jem'Hadar threat, and return Sisko and his party to *Deep Space Nine*.

Captain Keogh offloads all non-essential personnel from the *Odyssey* and sets out for the Gamma Quadrant, accompanied by two *Runabouts*, the *Mekong* and the *Orinoco*, crewed by personnel from the space station.

Missing persons located

The *Odyssey* and the two *Runabouts* locate the *Runabout Rio Grande* orbiting a planet; the two youths, Jake and Nog, are on board and unharmed. Chief Miles O'Brien transports to the *Rio Grande* and informs the *Odyssey* that the *Runabout* is in no condition to fight and must break formation. Before they return to the wormhole, Keogh gives O'Brien 10 minutes to get the *Rio Grande* within range to transport up Sisko and Quark, who are being held prisoner by the Jem'Hadar on the surface of the planet.

The *Odyssey*, the *Mekong*, and the *Orinoco* break formation with the *Rio Grande*, and move to engage the three Jem'Hadar Warships they

encounter. The smaller *Runabouts* avoid the Jem'Hadar weapons, but the *Odyssey* is hit and sustains damage. Using phased polaron beams, the Jem'Hadar manage to penetrate the *Odyssey's* shields and severely damage Decks 4, 5, 8, and 17. In addition, the *Odyssey's* port nacelle develops a plasma leak and has to be taken offline.

Desperate attempts

Attempts to alternate the *Odyssey's* shield harmonics to compensate for the Jem'Hadar weapons fire proves futile. Keogh orders all shield power diverted to the weapons to buy five more minutes for O'Brien and his rescue attempt. Meanwhile, the *Orinoco* and the *Mekong* attempt to take some of the pressure off the *Odyssey* by launching a counterattack on the Jem'Hadar ships.

O'Brien successfully rescues Sisko and Quark from the planet as the *Runabouts* continue to occupy the attention of the Jem'Hadar ships. When the *Mekong* is hit and loses its sensors, the *Orinoco* is forced to perform a number of complex evasive maneuvers to provide the covering fire for the *Mekong's* escape.

The ship is lost

O'Brien informs the badly damaged *Odyssey* that they have Sisko and are heading home. The *Odyssey*, now without power to the phasers and no tactical control systems, begins a retreat when further Jem'Hadar fire knocks out their communications array.

The *Odyssey* and the *Runabouts* are moving away from the remaining two Jem'Hadar ships but, suddenly, one of the Warships makes a direct run at the Federation vessel. The *Orinoco* attempts to intercept the ship, but is too slow.

As the severely damaged *Odyssey* makes its



When Captain Keogh docks at DEEP SPACE NINE he plans to pick up supplies and see his old friend Jadzia Dax. He has no idea that he will soon be dead, his ship destroyed by the Jem'Hadar.



Under attack from the JEM'HADAR WARSHIPS, the bridge of the U.S.S. ODYSSEY fills with smoke. The ship has sustained severe damage.

long, slow turn, the Jem'Hadar assault ship plunges straight at it on a desperate kamikaze run. The ship crashes into the engineering hull, near the main deflector dish.

Both the *Odyssey* and the Jem'Hadar ship are completely destroyed in the massive explosion caused by the collision. The crew of the *Odyssey* achieve their rescue mission, but at the cost of their lives.



The missing personnel from DEEP SPACE NINE have been rescued and the damaged U.S.S. ODYSSEY is attempting to retreat, but there is no escape from the Jem'Hadar. One of the Jem'Hadar vessels makes a final assault on the Federation ship.



The ODYSSEY tries to maneuver away from the JEM'HADAR WARSHIP, but it is too slow and cannot avoid the smaller ship's fire. The Federation vessel is clearly in no position to fight back, but the Jem'Hadar are not known for their mercy.



The JEM'HADAR WARSHIP concludes its attack with a suicide run into the ODYSSEY's deflector dish. This act is finally too much for the battered Federation ship, and it explodes, killing Captain Keogh and everyone else on board.

FILE 40 OTHER STARSHIPS

Yonada

When the *U.S.S. Enterprise NCC-1701* encounters an asteroid traveling through space under its own power, the crew must find a way to steer it away from a collision course with an inhabited planet — without harming the asteroid's inhabitants.

From its exterior, *Yonada* looks like a typical asteroid, approximately 200 kilometers in diameter. However, this asteroid does not follow an orbital path, but is instead propelled through space at sublight speeds. Its archaic atomic power source leaves a trail of debris and hard radiation in its wake, and the asteroid makes its own course corrections that take into account gravitational stresses. In an ancient version of the deflector dishes found on modern spacecraft, the 10,000-year-old asteroid is capable of launching a cluster of nuclear missiles to clear any obstacles from its path.

Beneath the asteroid's outer shell is an independent inner core, with a breathable atmosphere. The surface of this inner core is

covered with dirt, rocks, and, in the distance, mountains. Standing on the surface of the inner core, it is hard to believe this is not a planet, complete with sun during the day and stars at night. To those living here, this place is *Yonada*, their world.

Red cylinders, 2.5 meters tall — more than large enough to hold a man — rise from the ground. These carry the people to the surface from their underground living structures.

History and construction

Yonada was built 10,000 years ago by the *Fabrini* before the sun in their system went nova. The people of *Yonada* are the descendants of the original *Fabrini* travelers. They expect to arrive at a new world "soon",



▲ The inhabitants of *YONADA* live in ignorance of the asteroid's true nature, and worship its computer as a god. The propulsion system is fully automated and does not need the people to maintain it.

ROCKY EXTERIOR

Surface world

The surface of the *Yonada* asteroid's inner core has a breathable atmosphere, allowing Starfleet personnel to beam down without the need for environmental suits or other survival equipment. The terrain is rocky, with occasional wisps of steam but no vegetation, and the sky has a bright orange glow. The only noteworthy features are a series of wide, red pillars, grouped together on one area of the surface. These prove to be entrances to the inhabited areas inside the hollow asteroid.



YONADA

First recorded: Stardate 5476.3

Type: Asteroid

Crew: Descendants of the *Fabrini*

Speed: Sublight engines only

Features: Hollow outer shell, inhabitable inner core

Firepower: Missiles

◀ These thick, low pillars are grouped together on the asteroid's inner surface and are obviously artificial. They are smooth and featureless, and appear to be the only constructions on the otherwise rough terrain.



▲ The red pillars rise up to reveal more narrow blue inner pillars. These contain doorways which lead down to the asteroid's hollow interior. By keeping the entrances concealed, the *YONADA* inhabitants have the upper hand.

◀ From space, *YONADA* appears to be an asteroid and gives no external indication of its true nature other than the unusual fact that it is not within a solar system or in planetary orbit. The rocky surface glows with subdued colors.

Yonada

as promised in a book which they now treat as a sacred text.

The doorways contained inside the pillars lead down into the asteroid's interior via metal steps. Below the surface, corridors reminiscent of a starship interior lead to several rooms, including a temple in which the inhabitants talk, via a decorated stone, to a computer intelligence they call the 'Oracle' and treat as a god.

This room, and most of the others within the asteroid, are decorated in warm reds and purples, with subdued lighting and many stylized

▶ The Oracle's voice appears to speak through a golden star design in the middle of a black, marble-like pillar.



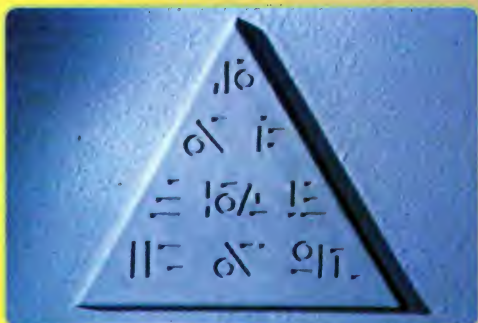
▶ The High Priestess Natira kneels before the Oracle, which she believes to be her god.



▶ Many decorative stone plaques, covered with Fabrini script, give clues to YONADA's origin.



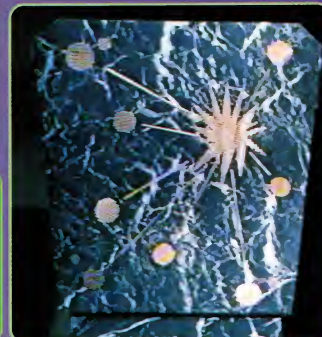
▶ The triangular plaques decorate walls of YONADA's interior, both inside and outside the temple.



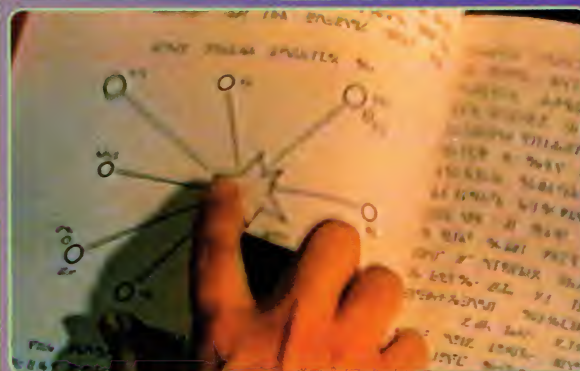
▶ When the Oracle senses intruders, they can be incapacitated by beams of green energy. This ability to punish helps keep the worshippers in line and guards against threats.



▶ The top of one of the pillars is decorated by a stylized image of a solar system containing eight planets. This identifies where the asteroid and its inhabitants originated.



▶ The top of the pillar lifts up to reveal a book hidden inside. The book is covered in the same script as the plaques on the wall.



▶ Inside the book are more illustrations of the solar system from which YONADA comes, along with promises of a new world the asteroid will one day reach. The inhabitants consider this knowledge sacred.

representations of the star system from which the people and their vessel originate.

The controls of Yonada are fully automated, and the people appear to have little idea that they even exist, much less how to work them. In addition, the Oracle can, for self-protection, generate searing heat and electrical impulses in the temple. The Yonada's controls are hidden behind the Oracle's edifice, in a room which can be accessed by touching certain planets on the edifice's design.

When the crew of the **U.S.S. Enterprise NCC-1701** encounter Yonada, they discover the ship is off course and correct the problem. Yonada's arrival at the new world is estimated to occur in 14 months and seven days.



▶ Inside the asteroid's hollow core, the metallic corridors with low ceilings are more reminiscent of a spacecraft's interior than the rocky surface.

▶ The people who live inside YONADA are intrigued by their visitors. They do not realize their world is a spacecraft traveling through the Galaxy, but they are aware of the existence of other planets and races.



▶ Behind the pillar through which the Oracle speaks, there is a hatch. When this is opened, it leads to a computer room and the engines which drive the asteroid.



▶ In the computer room, Mr. Spock and Captain Kirk are able to alter YONADA's course, thus steering the asteroid away from what would otherwise be a fatal collision with an inhabited world.



FILE 44 NON-STARFLEET HUMANS

Gabriel Bell

Gabriel Bell is one of the most influential men in Earth's history, an instrumental figure who plays an important part in the abolition of the **Sanctuary Districts** of the 21st century. But the history books don't always contain the whole story . . .

Every schoolchild in the 24th century knows the story of the **Bell Riots**, which took place on Earth in 2024. They are a defining moment in history, one of the rare occasions on which the future is altered by the actions of a single man, in this case **Gabriel Bell**.

To understand Gabriel Bell you must understand his world. Earth at the end of the first quarter of the 21st century is a place where the 'haves' have succeeded in forgetting the 'have nots'. While most of the residents of North America at this time reside in vast cities of gleaming buildings and bright open plazas, those who have no homes are shunted off to so-called **Sanctuary Districts**. Every metropolitan area in North

America has at least one of these districts, walled off from 'normal' society, where misfits are sent. Here, they will allegedly be cared for, and be prepared to reenter society.

In fact, very little care or rehabilitation takes place: Sanctuary residents are simply forgotten. Once out of sight, the majority of the populace no longer have to worry about them. Hardly anyone who enters Sanctuary ever leaves.

A visionary man

In 2024, Gabriel Bell is a resident of Sanctuary District A in San Francisco. History does not record how he came to be there, but unemployment as well as criminal activity and poor mental health is enough to condemn people.

Witnessing the chaos and injustice that surrounds

PROFILE ON BELL

NAME: Gabriel Bell

LIFE FORM: Human male

STATUS: Deceased, 2024

HOME: Sanctuary District A, San Francisco, North America on Earth

HISTORY SAYS: Gabriel Bell is remembered for his pivotal role in the Bell Riots of 2024, which lead to the closure of the Sanctuary Districts — ghettos in which the homeless and unemployed of North America are as good as imprisoned, out of sight and mind of 'normal' society.

THE REAL STORY: Bell's part in the riots is actually taken by Captain Benjamin Sisko after the real Bell is killed.

FIRST SEEN: 'Past Tense', Part 1



Despite his disgraceful treatment at the hands of an uncaring society, Gabriel Bell never loses sight of what constitutes real justice, and goes down in history for his part in the Bell Riots.

HISTORY IN THE MAKING



The Bell Riots of 2024 bring conditions inside the Sanctuary Districts to the attention of the outside world. As Gabriel Bell predicted, this leads to their closure.

'Ghosts', who take advantage of Sanctuary District residents weaker than themselves, regularly attack others for their food rations. Gabriel Bell often comes to the victims' aid.



The Sanctuary Districts are no place to raise a family. Gabriel Bell believes that the majority of the general public cannot possibly approve of these conditions, and would do something to help if only they knew the truth.



him, Bell is determined to do something about it. He soon becomes a leader, and gains the respect of a small but growing group of dissidents who seek to change things.

Gabriel Bell preaches nonviolence, in the tradition of Ghandi and Martin Luther King before him. He believes that the American people would close down the Sanctuaries if only they knew the truth about them. But, with the government in total control of the Sanctuary's communication center, there is no way to speak to the outside world.

Bell's name is immortalized by events which come to be known as the **Bell Riots**. History records that, under Bell's leadership, the dissidents seize an administration

OTHER CARDS IN THIS FILE...

11A CHRIS BRYNNER

SEE OTHER FILES...

SPACE PHENOMENA.....File 5

THE UNITED FEDERATION OF PLANETS.....File 7

STARFLEET PERSONNEL.....File 43

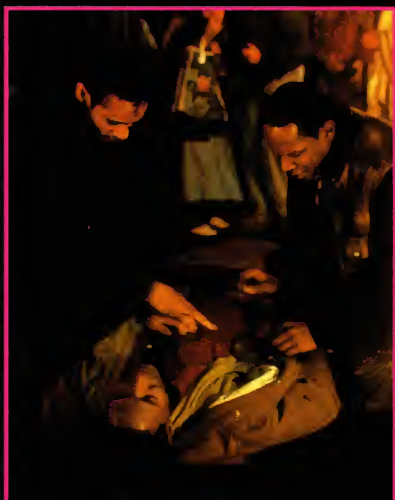
STAR TREK:
DEEP SPACE NINE.....File 70

Gabriel Bell

CHANGED FOREVER

Untimely death

Unfortunately, Benjamin Sisko and Julian Bashir fail in their attempts to stay out of trouble, and they cause a serious disruption to the timeline. Gabriel Bell is killed when he tries to protect them from Ghosts – Sanctuary residents who prey on weaker inmates who are



★ Rescue goes wrong

When Gabriel Bell tries to stop the Ghosts from attacking Sisko and Bashir, they stab him instead.

unable to defend themselves. With Bell dead, there will be no one to protect the hostages during the riots, and history will be changed.

But, luckily, Ben Sisko bears enough of a resemblance to Bell to take his place. In the new timeline, he is the man who keeps the hostages safe as the Sanctuary residents tell their tales to the outside world, but Bell's name will still go down in history.

★ Tragic end

Gabriel Bell dies from his wound. Unless Sisko acts quickly, history will be changed for the worse.

processing center and hold six center employees hostage. The immensely brave, and above all decent, Bell ensures that through everything the hostages are kept safe, and this goes a long way to convincing the general public in the outside world that not all Sanctuary residents are the unsavory characters they have been led to believe.

Bell then gains access to Earth's planetary computer network, enabling many residents to tell their stories of unfair imprisonment.

The riots begin

The Bell Riots begin when the governor of California orders Federal troops to retake the processing center – by any force necessary. During the ensuing battle, hundreds of Sanctuary residents are killed but, thanks to Bell, none of the hostages are harmed. The American public is outraged, and this leads to the rapid closure of the Sanctuaries. Sadly, Bell is killed in the riot.

But history books aren't always as accurate as you think. For a single moment in time, **Captain Benjamin Sisko**,

Despite the gun he carries, 'Gabriel Bell' has no intention of shooting anyone, which is more than can be said for the Federal troops.

commander of the 24th-century space station, **Deep Space Nine**, meets **Gabriel Bell**, non-citizen of 21st-century San Francisco, and the future is changed.

Accidentally caught in a transporter malfunction, Sisko, **Jadzia Dax**, and **Dr. Julian Bashir** are propelled back in time to San Francisco in the year 2024. Dax is rescued by an affluent benefactor, but Sisko and Bashir are not so lucky. Homeless, and with no identification, they are arrested and sent to Sanctuary District A.

On 31 August 2024, the day after their arrival in the Sanctuary, Sisko and Bashir are involved in an altercation. They are aided by a stranger who comes to their rescue – only to be killed. The man turns out to be Gabriel Bell, and with his death the course of the future is suddenly changed.

Realizing that he is partially responsible for Bell's death, Sisko assumes Bell's identity and pledges to continue his work. In fact, he is the man who protects the hostages, and it is thanks to contacts made by Jadzia Dax that the Sanctuary residents gain access to the net. Once Sisko has ensured that history will proceed as planned, he leaves Bell's identity tags on the body of a riot victim and returns to the future ... a future that, according to history, Gabriel Bell helped to make a better place.



With Bell dead, Benjamin Sisko assumes his identity and takes Bell's historic role in the hostage situation. Someone has to protect the captives, and Sisko can at least ensure that history proceeds as it should.



Back in the 24th century, Sisko checks the history records and finds his face has replaced the real Gabriel Bell. The timeline has been altered, but at least the future has not been changed. The Bell Riots still lead to the end of Sanctuary Districts.

"Causing people to suffer because you've forgotten how to care ... that's really hard to understand."

— Dr. Julian Bashir on conditions in Sanctuary District A



The riots end when troops storm the building with unnecessary force and nearly shoot the hostages, who have been protected by Bell. This hostile treatment of the Sanctuary residents helps to win them public sympathy.

FILE 48 KLINGON PERSONNEL

Grilka: Lady of the House

In the still predominantly male-dominated Klingon society, a woman who heads her own House must be both strong and cunning. Grilka has both these attributes, and beauty besides — a combination males of many species find impossible to resist.

Grilka, a determined and attractive female Klingon, is widowed when her husband Kozak is killed in Quark's bar on *Deep Space*

Nine in 2371. Before his death, Kozak, the head of a powerful Klingon family, is a disreputable character and notorious drunk, and although she never says so, Grilka is no doubt relieved when he dies.

But unfortunately for her and the **House of Kozak**, by the time of his death he has nearly run his family's affairs into the ground. He has squandered his wealth, incurred several large gambling debts, and made unwise investments, weakening his House. Much of the debt is owed to his brother **D'Ghor**, who is quick to claim the House after Kozak dies without leaving a male heir.

Grilka, however, has plans of her own. If Kozak

died an honorable death, his brother might win his claim, and she would be unable to receive special dispensation to run the House herself. But Grilka knows her husband too well, and she can't believe a mere **Ferengi** bartender would have beaten him in hand-to-hand combat, no matter how drunk he was.

Searching for the truth

Grilka travels to *Deep Space Nine* to interrogate Quark. When she discovers he lied, and that Kozak's death was accidental, she whisks Quark away to **Qo'nos**, the Klingon homeworld. In a last-ditch effort to keep her House from D'Ghor's greedy hands, she claims the **brek'tal ritual** and marries the man who 'honorably' killed her husband — Quark. It is a bold move by a strong and courageous woman.

Forced to assist her, and

PROFILE ON GRILKA

NAME: Grilka

LIFE FORM: Klingon female

STATUS: Head of the House of Grilka

MARITAL STATUS: Widow of Kozak; divorced from Quark.

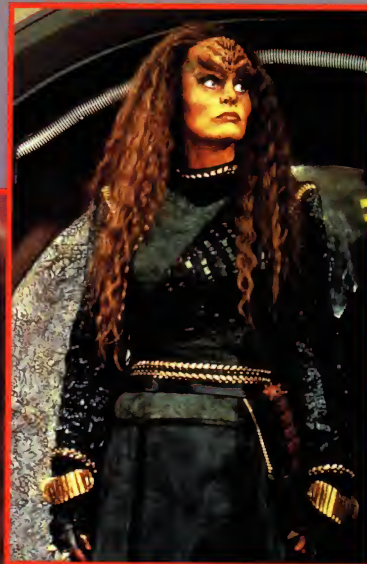
KNOWN FAMILY: Ex-brothers-in-law Rom and D'Ghor

FIRST SEEN: 'The House of Quark'

ALSO SEEN: 'Looking for Par'Mach in All the Wrong Places'

▶ *Grilka is determined to claim her rightful place as head of her House after her husband's death, and is prepared to do anything to stop the inheritance passing to her brother-in-law — even marry a Ferengi.*

▼ *Though the marriage between Grilka and Quark is one of convenience rather than love, they come to feel something for each other and remain good friends after their divorce. When Grilka has financial problems, her Ferengi ex-husband is the first person she turns to for help, as well as a little unexpected romance.*



▲ *Grilka is beautiful as well as strong-willed and determined. On a visit to **DEEP SPACE NINE** to ask Quark for financial help, Lt. Cmdr. Worf falls in love with her at first sight. But his attempts to woo her prove unsuccessful, and he ends up helping out with Quark's romantic plans.*



▲ *Thopok, the commander of Grilka's personal guard, warns Quark not to let Grilka down. Despite this show of Klingon machismo, however, Grilka is unlikely to allow her guards to really hurt Quark, as she has become quite fond of him since their initial meeting.*



Grilka: Lady of the House



★ **Ready to Fight**
Grilka wields a d'k tahg dagger as well as any Klingon male. She has never been one to let her gender stand in the way of ambition, and has proved herself to be as capable and as brave as the most determined Klingon warrior.

"To the House of Grilka . . . may it continue to be as strong and proud as its lady is beautiful."

— Quark to Grilka

★ **Playing at romance**
Quark's attempts to please Grilka with a holosuite reenactment of the legend of Kahless and Lukara, the greatest Klingon romance, proves successful.



resist such flattering attention, and she and Quark finally consummate their relationship.

Marrying a **Ferengi** and then taking him as a lover, even if just during her brief visit to the station, isn't the only thing this unusual Klingon woman has done. It is rare for a Klingon female to lead her House, and even more rare for a woman to challenge the High Council, let alone win. Grilka is a Klingon to be reckoned with. She will pursue any course she deems necessary to protect her House, her family, and her honor. Her success has given her the power and ability to do as she pleases, and when it pleases her to spend time with Quark, she does so, regardless of what others think.

Honor first

Grilka is no fool, however. She has no intention of marrying Quark again as it would mean relinquishing her hard-won power and control. For her, the second interlude with Quark might satisfy her personal desires, but she will never forsake her family and House. Putting them first is a matter of pride and honor to Grilka. Being a female will never keep her from achieving her goals.

attracted by her stunning beauty, Quark proves a powerful ally. He uncovers the dishonorable financial manipulations D'Ghor has employed to systematically attack her House. Quark's discovery and his financial cleverness earn Grilka's admiration. She is also impressed when Quark bravely stands up to D'Ghor and other Klingons who could easily kill him. Though she grants the little Ferengi a speedy divorce once she has won her House, she clearly holds some affection for him. Her rash plan succeeded only because of Quark's Ferengi talents, and she has the grace to acknowledge it.

For several years, it seems, Grilka runs her House wisely and well. When she experiences

financial problems due to the ongoing problems between the **Federation** and the Klingon Empire, she turns to her ex-husband for assistance. This time, her visit to *Deep Space Nine* attracts the attention of **Lieutenant Commander Worf**, who finds her noble bearing and beauty bewitching. In his eyes, she is the classic Klingon woman, full of pride and strength. But Grilka hardly notices the Klingon as all her attention is on Quark. The Ferengi courts her, with the reluctant help of Worf, and Grilka is charmed by his efforts. When Quark proceeds slowly, asking about her family's history during an intimate dinner, she is touched at his thoughtfulness. Then he shares

a holosuite reenactment of the legendary Klingon romance between **Kahless** and **Lady Lukara**. Quark's gestures move Grilka, and she responds to his romantic overtures.

To her, Quark is responsible for saving her House and preventing her arch-enemy D'Ghor from shaming her name and family. Quark is willing to do anything to gain her regard, and even risks his life in another battle with the head of her personal guard. Grilka can't



★ **Honor bound**
Quark is prepared to do his duty as a Klingon husband and defend the honor of his and Grilka's House, even if it means fighting someone twice his size.



★ **Warm embrace**
*To the horror of her Klingon entourage, Grilka greets her Ferengi ex-husband with a loving embrace when she arrives on *DEEP SPACE NINE* to ask him for financial advice.*

★ **Falling out**
When Grilka and Quark disagree, she reacts in typical Klingon manner by holding a dagger to his throat; and, like a good Klingon warrior, she would have no qualms about using it. Luckily, they always manage to eventually resolve their differences.



Weapons from Minos

Supplying weapons to both sides in an ancient war gained the planet Minos a certain notoriety, and eventually led to its destruction. But although the Minosian people are long since dead, their legacy of destruction lives on.

During the ancient **Erselrope Wars**, the planet **Minos** in the **Lorenz System** gained notoriety by supplying weapons to both sides, and acquired the nickname '**The Arsenal of Freedom**'. At this time, the planet was home to an advanced,

technological society, but recent probes have indicated no intelligent life on the planet. It is believed that the **Minosians** were eventually annihilated when their own weapons system got out of control. Minos is now a lush, uninhabited Garden of Eden, but although the Minosian people have long since died out, traces of their lethal weaponry remains. This poses a danger to any ship passing the planet, as two **Starfleet** ships discover in 2364.

The Minosians were expert salesmen as well as weapons builders, and the automated messages they produced to promote their weapons still work long after their

programmers have died. On approach to Minos, starships receive the following hail:

"Whoever you are, wherever you're from, greetings. Welcome to Minos, the Arsenal of Freedom. If you need a little something special, be it for one target or multiple targets, we've got it.

"You'll see it here on Minos, where we live by the motto, 'peace through superior firepower'. To be totally armed is to be totally secure.

"Remember, the early bird that hesitates gets wormed. Minos, the Arsenal of Freedom – perfection in highly advanced weaponry, versatility, flexibility and everything one hundred percent guaranteed.

The versatile but deadly gold objects hover in mid-air and react when anyone approaches. They are extremely durable, and survive unattended on the surface of Minos long after the civilization is lost.



Anyone who answers the automated advertisements for the 'Arsenal of Freedom' can expect a demonstration of the weapons' potential once they reach the planet's surface. If visitors survive the demonstration, the devices are still available for sale.



DEADLY WEAPONS

SIDE VIEW

The top section of the weapon is egg-shaped and appears to contain most of the various components.

The lower section is a smaller version of the upper one, and may be used for guidance functions.

The upper sphere contains a slit which resembles an eye. The weapons fire a deadly orange energy beam from here.

The materials used to construct the devices are extremely durable.

FRONT VIEW

The lower sphere contains a horizontal eye-slit which glows with green energy.

Floating danger The Minosian weapons come in many forms, but all have a similar structure. The smooth, golden casing of the devices belie their deadly potential: inside the centuries-old casing is the technology to project lifelike illusions, to fire beams, to deflect attacks, and to adapt and change with each encounter, becoming even more deadly as time goes on.

Weapons from Minos



▲ **While orbiting Minos, the unsuspecting U.S.S. ENTERPRISE NCC-1701-D comes under attack from Echo Papa 607, the ultimate weapons system.**

"So lock onto my signal and beam on down. Because we don't just provide weapons, we provide complete weapons systems".

Should a passing crew decide to investigate, the weapons they will find on the planet surface more than live up to the claims of the advertisement.

One of the most famous Minosian weapons is a flying intelligence-gathering device. Its true form is two golden spheres, joined by a narrow fin, which float freely a meter or so above the ground, but the device projects a holographic image to unsuspecting victims. By taking the form of someone the intended victim knows and trusts, the device gathers information through what appears to be a conversation between colleagues or friends.

But if the deception is discovered, the device reverts to its real form. It can move extremely quickly, and is also capable of encasing the subject in a stasis field to be stored and later retrieved for questioning.

Characteristic design

Many of the Minos weapons take this golden, hovering form. The device can be used for a variety of purposes, and individual units are able to upgrade and improve automatically, growing smarter with each encounter. The technology is far beyond that currently available to Starfleet. As well as gathering information, the devices can fire destructive orange rays, and also have deflector shield capabilities for defense.

The crowning glory of the Minosian weapons is the **Echo Papa 607** – Minos' proudest achievement. The ultimate in weapon systems technology, it is versatile, powerful, and easy to use: the 607 does it all. Various modules can gather information, neutralize ground personnel, and even destroy space vessels. Echo Papa 607 is of a similar structure to the smaller devices found on the planet's surface, but is much larger and seems to orbit the planet. It is equipped with a cloaking device, and is able to decloak just long enough to fire, but not long enough to be fired back on. The device's attack is recorded on its tracking screen, which can be broadcast elsewhere to enable its progress to be monitored.



▲ **The Minosian weapons in space are larger and more deadly versions of those found on the planet below, and are capable of destroying a GALAXY-class ship.**

surface, and the *Enterprise* is only able to avoid the same fate by agreeing to buy the weapons. Centuries after the destruction of their civilization, the Minosians have made another sale.

This product represents the state of the art in dynamic adaptive design. It is a four-stage weapon system that learns as it fights, getting stronger and smarter with each attack. Able to learn from each encounter, without any operator intervention, the weapon system constantly improves itself.

Once unleashed, the unit is virtually invincible. It is the perfect killing system – too perfect. The Minosians' own creation destroyed them.

Discovered by Starfleet

The remains of the Minosian weapons are brought to the attention of the **United Federation of Planets** in 2364. When the Federation starship the **U.S.S. Drake NCC-20381** goes missing in the vicinity of the planet in 2364, a second ship, the **U.S.S. Enterprise NCC-1701-D**, is sent to investigate. The burned remains of the *Drake* are discovered on the planet's



▲ **The small and compact attackers hover innocently at first, waiting to attack. Beaming down to the surface of Minos triggers a 'demonstration' of the weapons' potential which can only be ended by a promise to buy.**

◀ **The weapons have defensive as well as offensive capabilities, and can generate deflector shields which protect them from phaser fire. From the first hostile move against them, they store information and use it to learn and adapt, making themselves less susceptible to future attacks.**



▶ **Continued force can eventually destroy a unit, but the Minosians intended them to be used in bulk. New units appear at 12-minute intervals, and unless the victim can keep up their defense the deadly floating arsenals will eventually win. Without any real thought processes, the weapons are unaware that the war they were built for is long over.**





'Deja Q'

When the *Continuum* removes Q's powers in an attempt to teach him a lesson, he turns to the only friend he has — **Captain Picard**. But not everyone Q has tormented is as forgiving as the captain, and the *U.S.S. Enterprise* is soon under attack from those seeking revenge.

The *U.S.S. Enterprise NCC-1701-D* is at **Bre'el IV** to try to help the planet cope with an asteroidal moon which has left its orbit and is descending into the planet's atmosphere. There is no indication why the moon has deviated from its normal orbit, and there seems to be little the *Enterprise* can do. The moon won't break up in the atmosphere, and destroying it will only spread the impact over a wider area. They attempt to use a tractor beam to alter the moon's trajectory, but it isn't powerful enough. As they work there is a buzzing noise and, just after they cut the tractor beam, a naked **Q** appears in mid-air and falls to the ground.

Geordi reports that they simply need more time and power, and **Picard** and **Riker** assume that Q is behind the moon's unusual actions. Q, however, insists that it is nothing to do with him. He's here because he's been thrown out of the **Continuum**. Forced to take on a mortal form, he chose to become human and asked to be brought here because Picard is the closest thing he has to a friend. Picard doesn't believe Q and has **Worf** take him to the brig. Q is very angry, but there appears to be nothing he can do.

Learning to live with mortality

In his ready room, Picard discusses the situation with Riker. Whether Q is telling the truth or not, they will have to continue as normal. Picard contacts the Bre'el council and tells them that the first attempt has failed but that the crew will try again soon. They return to the bridge, which is suddenly flooded with blinding light. **Data** reports that it is some kind of probe; the light is all over the ship. In the brig it forms a ball over Q's sleeping body, then disappears.

Later, Picard visits Q, who maintains that he has nothing to do with Bre'el IV or its moon. He seems far more preoccupied with his new-found mortality. But he says he may be able to help; he may not be omnipotent any more, but he still knows a lot. Picard accepts, but tells Q that he will have to earn the crew's trust. He then assigns **Data** to keep an eye on their guest.

On the way to Engineering, **Data** tells Q that he has been punished with humanity, something **Data** has sought all his life. Q tells him not to worry, and **Data** remarks

ON SCREEN...



1 Despite their best efforts, the crew of the *U.S.S. ENTERPRISE NCC-1701-D* can do nothing to alter the trajectory of a moon heading toward the planet Bre'el IV.



2 With little warning, Q appears from nowhere. He is naked and powerless, and claims that he wants to join the *ENTERPRISE* crew.



3 Suspicious of Q's real intentions, Picard has him taken to the brig. Q makes no attempt to escape; it appears that he is telling the truth about his powers.



4 Although Q's powers have been removed, the *Continuum* cannot take away his knowledge. He may still be able to help the *U.S.S. ENTERPRISE* crew.



5 The gaseous *Calamarain* take advantage of Q's new-found vulnerability to attack. Q fears that his other enemies may soon do the same.



6 The *U.S.S. ENTERPRISE* attempts to use a tractor beam and a warp field to change the moon's trajectory, but the plan fails. The moon is still heading for Bre'el IV.



'Deja Q'

that would be impossible. He will never know what it is like to worry, or laugh, or cry.

Geordi plans to use the ship's tractor beam to alter the moon's course. It will have to be applied at full power as the *Enterprise* follows a parallel course, but Q tells them that the plan will never work. The moon was obviously disturbed by a passing celestial object, and Q says that 'all' they have to do to put it back in its orbit is change the gravitational constant of the universe.

Geordi can't change the laws of physics, but he can alter the moon's gravitational constant by wrapping a low-level warp field around it. This should enable him to move it with the tractor beam.

Q is hungry, so Data takes him to **Ten-Forward**. After some discussion, Q orders 10 chocolate sundaes, then **Guinan** arrives and tests out his mortality for herself by sticking a fork in his hand.

Old enemies take advantage

On the bridge, sensors pick up a cloud of energetic plasma, which appears to be a life form. The bright light enters the ship again and attacks Q. The crew manage to save him by modulating the shield harmonics, which forces the light to leave the ship.

Q explains that the gaseous life form is the **Calamarain**, a race who have a grievance against him, and Picard realizes why Q came to the *Enterprise*: he needs their protection.

Geordi is almost ready to try his plan on the moon, and Data and Q go to Engineering to help him. The problem is that to execute the plan they will have to lower the shields, allowing the Calamarain to attack Q. They have no choice but to go ahead and, to Q's surprise, everything works perfectly until the Calamarain attack. The *Enterprise* is pushed into the atmosphere, and Q is only saved when Data intervenes. Geordi abandons the plan and restores the shields.

Data has been damaged, but not fatally, and Geordi reports that they can try again. Depressed, Q goes to Picard and tells him that he has been thinking about his death and Data's act of self-sacrifice. He is convinced that he doesn't make a very good human. He is a coward, he is miserable, and he can't go on like this.

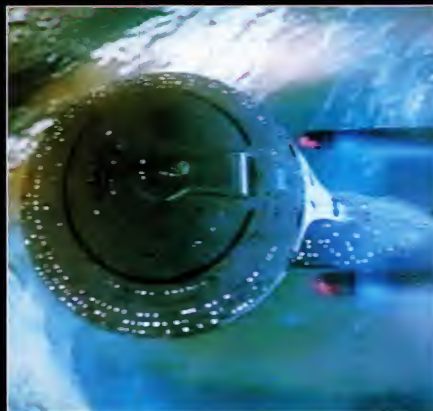
Without telling anyone, Q takes a shuttle and flies away from the ship. He tells Picard that his death will solve everything. Picard tries to beam the shuttle back, but the controls won't respond.

On the shuttle another Q appears. He's been watching over Q and is impressed by his selfless act: he knows that Q is trying to draw the Calamarain away from the *Enterprise* to prevent endangering his friends. In fact, he's so impressed that he restores Q's powers.

Q returns to the *Enterprise* bridge to share his happiness. He provides cigars for all and

has a special gift for Data – an uncontrollable fit of laughter. When Q has vanished, Bre'el IV contacts the *Enterprise* to congratulate them on having restored the moon to its orbit. Perhaps, Picard muses, there is a residue of humanity in Q. But even as he finishes his sentence, a cigar appears in his hand with Q's head in the smoke. "Don't bet on it," Q smiles.

ON SCREEN...



7 The U.S.S. *ENTERPRISE* is knocked into the atmosphere by the Calamarain's attack. The crew are forced to drop the shields, and the plan to save the moon is temporarily abandoned.



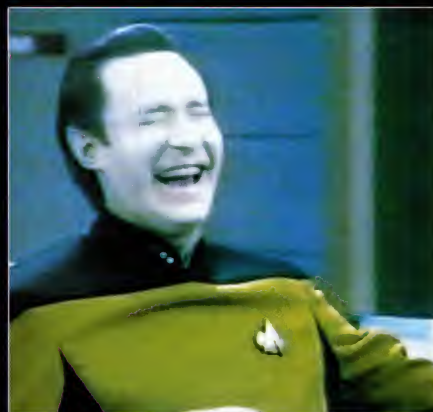
8 Data has been injured in coming to Q's aid. The android's selfless act makes Q realize that it is unfair to ask for the *ENTERPRISE*'s protection if this puts the crew in danger.



9 Q takes a shuttlecraft away from the *ENTERPRISE* to prevent his enemies from making further attacks on the ship. Impressed by his actions, the Continuum restore his powers.



10 The other Q disappears. With his godlike powers restored, Q uses his abilities to return the errant moon to its planetary orbit, thus saving Bre'el and its inhabitants from disaster.



11 Back on the *ENTERPRISE*, Q gives his 'friends' rewards for helping him. Data's treat is a heartfelt laugh; the android has always wanted to understand and experience humor.



12 Picard receives a large cigar. As well as a way of saying thank you, this is a reminder from Q that his pranks are far from over. He and the *ENTERPRISE* will soon meet again.

STARSHIP FACTS

When his powers are removed, Q claims he chose to take human form over that of a Belzoidian flee.

Although Data's experiences with laughter are short-lived this time, he eventually gets his wish to experience human emotions when he is fitted with an emotion chip developed by his creator, Dr. Soong.



FILE 70 STAR TREK: DEEP SPACE NINE

'The Maquis' Part I

The Federation and the Cardassian Union may be at peace, but the terms of the treaty don't suit everyone — particularly not colonists living in the Demilitarized Zone. When the Cardassian colonists begin to receive arms, their counterparts on former UFP worlds have had enough.

'THE MAQUIS'

"I knew him. Bill Samuels was a farmer. He cultivated his land for 20 years; he raised two children on that land; he made something out of that land. And the Federation told him he had to give it all up to the Cardassians. Well, he just was not willing to do that."

— Calvin Hudson

The **Bok'Nor**, a Cardassian freighter, explodes as it leaves **Deep Space Nine**. Meanwhile, **Calvin Hudson**, an old friend of **Sisko's**, arrives at the station and complains to Sisko that the treaty which created the **Demilitarized Zone** favors the Cardassians.

When Sisko returns to his quarters, **Gul Dukat** is waiting for him. He's come to show him, unofficially, that **Federation** citizens are responsible for the attack on the **Bok'Nor**. Sisko and Dukat take a **Runabout** into the Demilitarized Zone, where it is clear that the colonists have started their own war.

Over a meal, **Sakonna**, a **Vulcan** female, tells Quark that she wants to buy weapons.

Hostile moves

Sisko and Dukat arrive at a Federation colony where Hudson is discussing the attack with **Gul Evok**, who insists that the Cardassians were simply defending themselves. He produces a recording of a confession from **William Samuels**, a farmer who admits to destroying the **Bok'Nor**. Evok claims Samuels then committed suicide. Hudson believes that the Cardassians are trying to scare the Federation colonists off, and are arming the Cardassian colonists in breach of the treaty.

On the journey back to **Deep Space Nine**, Dukat denies any knowledge of the weapons supply operation. Back at the station, **O'Brien** tells Sisko that he has confirmed that the **Bok'Nor** was destroyed by a Federation device.

That night, **Sakonna** and a group of colonists kidnap Dukat and leave in a freighter. As Sisko leaves the station in pursuit, **Kira** receives a message from a group called the **Maquis** claiming the credit for kidnapping Dukat. Sisko tracks the freighter to an asteroid in the **Badlands**. On the surface, the Federation officers are surrounded by the Maquis and their leader steps forward — it's Calvin Hudson.

STARSHIP FACTS

Calvin Hudson was at Starfleet Academy with Benjamin Sisko, and the two men were good friends. Hudson also knew Curzon Dax, but had not met Jadzia before coming to **Deep Space Nine**.

ON SCREEN...



1 The Cardassian freighter **BOK'NOR** leaves **DEEP SPACE NINE**. A few seconds later, the ship explodes, destroyed by a farmer with a grievance against the Cardassians.



2 Calvin Hudson, an old friend of Sisko's, arrives on the station. He is unhappy with the terms of the treaty that created the Demilitarized Zone.



3 Sisko wants to learn the truth about the terrorist attack on the **BOK'NOR**. Based on Dukat's testimony, the freighter was destroyed by Federation citizens.



4 Gul Dukat is kidnapped while aboard **DEEP SPACE NINE**. Niles confirms Dukat's belief that the terrorism is being carried out by the Federation colonists.



5 During his captivity, Dukat takes a slug at Sakonna. He is finally taken away to an asteroid in the **Badlands**, with Sisko in hot pursuit. The identity of the group behind the blowing up of the **BOK'NOR** is revealed in a message to Major Kira at the station: it is the Maquis.



6 Calvin Hudson reveals himself as the leader of the Maquis, a group of former Federation colonists unwilling to accept the new, unfair terms of the Cardassian treaty.



'The Maquis' Part II

The Maquis have a purpose, and the means with which to fight. The Federation is as much opposed to their actions as the Cardassians, but even if Benjamin Sisko is not prepared to join them, Calvin Hudson and the disgruntled colonists have no intention of giving in to either side.

Hudson tries to persuade Sisko to join the Maquis, and when he refuses the Maquis stun his party. Back at *Deep Space Nine*, Odo arrests Quark, who tells him he sold weapons to Sakonna. Legate Parn, a representative of the Cardassian Central Command, arrives and tells Sisko that Dukat was involved in a plot to arm the Cardassian colonists. As far as Cardassia is concerned, Dukat is dead.

O'Brien manages to work out where the freighter took Dukat. A team from *Deep Space Nine* rescues him, and takes several Maquis prisoners, including Sakonna.

When Dukat learns that the Central Command has betrayed him, he offers his help, suggesting that the Cardassians are using Xepolites to smuggle arms into the Demilitarized Zone. They intercept a Xepolite freighter, and Dukat forces the commander to surrender his weapons cargo.

Showdown

Quark convinces Sakonna that the Maquis position is illogical, as it is making peace expensive. She reveals details of a Maquis plan to attack a secret Cardassian weapons depot, but although she knows when this is to take place, she doesn't know where.

Sisko returns to the Demilitarized Zone. Surrounded by Hudson and several armed members of the Maquis, he tells the colonists that he knows about their plan, and that he has stopped the weapons smuggling. But Hudson tells him it is too late – the war has already started.

Dukat discovers where the depot is, and when the Maquis attack, three *Runabouts* are waiting for them. There is a firefight and when it ends only Sisko and Hudson are left. They fight, and Sisko's engines are disabled. Dukat is on Sisko's *Runabout* and urges him to fire at Hudson, but Sisko refuses. Hudson sends a farewell message, and turns back to the Demilitarized Zone. The Maquis are far from finished.

ON SCREEN...



7 Sisko is a committed Starfleet officer and is not persuaded by Hudson's arguments regarding the Maquis. The rebels then stun Sisko and his away team.



8 Back on the station, Sisko learns that Admiral Nechayev is there to see him. Before speaking to her, Sisko assigns O'Brien to locate the Maquis.



9 Sakonna tries, but fails, to mind-meld with the captive Dukat. He taunts the Maquis group by telling them that, back on Cardassia, they know how to extract information.



10 Rescued and back on DS9, Dukat enjoys a meal. He asks Sisko about the Maquis prisoners, and tells him that under Cardassian law all defendants are assumed guilty even before the trial.



11 Quark asks Sakonna how much she is willing to pay for peace, quoting the Third Rule of Acquisition: 'Never spend more for an acquisition than you have to.'



12 In a face-off with Hudson, Sisko could kill or disable Hudson's ship. He chooses to let him escape, knowing he has been a good friend and officer.

STARSHIP FACTS



Hudson's weapons are knocked offline by the final firefight between him and Sisko. If Sisko had attacked, he could not have fought back.

B continued

Beta Thoridar

A planet within the **Klingon Empire**, used by the **Duras** forces during their war of rebellion against **Gowron** in 2368. (*Starship Log*: 'Redemption', Part I [TNG]) **SEE FILES 11, 48, 69**

Betar prize

In an alternate timeline, the elderly **Jake Sisko** recalls how he won the Betar prize for his collected short stories, one of which was even turned into a holoprogram. To celebrate, Jake and his wife had some champagne with Jake's lifelong friend **Nog**. (*Starship Log*: 'The Visitor' [DS9]) **SEE FILES 44, 70**

Betazed

The planetary home of the **Betazoid** race, including **Lwaxana Troi** and her daughter **Deanna**. **William Riker** was stationed here early in his career and was briefly involved with Deanna Troi in 2361. (*Starship Log*: 'Menage a Troi' [TNG]) **SEE FILES 18, 43, 58, 69, 70**

Betazed, Holy Rings of

Ancient objects of religious veneration within **Betazoid** culture. **Deanna Troi's** mother, **Lwaxana**, is the heir to the **Holy Rings**. (*Starship Log*: 'Haven' [TNG]) **SEE FILES 18, 58, 69, 70**

Betazoids

The humanoid residents of **Betazed**, known for their hereditary telepathic and empathic abilities. **Betazoids**, such as **Lwaxana Troi**, are unable to block ambient thoughts and emotions, which can cause psychological distress. (*Starship Log*: 'Encounter at Farpoint' [TNG]) **SEE FILES 18, 43, 58, 69, 70**

Beth Delta I

The city of **New Manhattan** is found on this planet. (*Starship Log*: 'Evolution' [TNG]) **SEE FILES 3, 69**



B'Etor and her sister **Lursa** are members of the ambitious **Klingon Duras** family. Their constant scheming has caused no end of problems both within and outside the **Klingon Empire**.

B'Etor

A member of the powerful **Klingon Duras** family. Following the death of her brother in 2367, **B'Etor** and her older sister, **Lursa**, plotted to install their brother's illegitimate son, **Toral**, as leader of the **Klingon High Council**, plunging the Empire into civil war. After the attempt failed, the sisters continued to cause trouble across the Galaxy, but were killed during an incident which also led to the destruction of the



Captain Picard enjoys playing the role of **Dixon Hill**, the lead character in a series of 1930s detective novels including 'The Big Goodbye'.

U.S.S. Enterprise NCC-1701-D in 2371. (*Starship Log*: 'Redemption', Parts I and II [TNG]; 'Past Prologue' [DS9]; *Star Trek Generations*) **SEE FILES 11, 25, 48, 69, 70, 78**

'Beyond Antares'

A favorite romantic song of **U.S.S. Enterprise** Communications Officer **Uhura**. Its source and composer is unknown. (*Starship Log*: 'Conscience of the King' [TOS]) **SEE FILES 3, 43, 69**

Bhavani, Premier

Leader of the **Barzan** government. Premier Bhavani negotiated the rights to her planet's wormhole aboard the **U.S.S. Enterprise NCC-1701-D** in 2366. (*Starship Log*: 'The Price' [TNG]) **SEE FILES 18, 58, 69**

bicaridine treatment

A remedial curative for the treatment of fractures, often prescribed as an alternative to metorapan. **Wesley Crusher** received bicaridine for an injury he suffered as a student at **Starfleet Academy** in 2368. (*Starship Log*: 'The First Duty' [TNG]) **SEE FILES 43, 65, 69**

'Big Goodbye, The'

The inaugural story of fictional San Francisco detective **Dixon Hill**, originally published in the pulp magazine 'Amazing Detective Stories' in 1934. (*Starship Log*: 'The Big Goodbye' [TNG]) **SEE FILES 43, 56, 69**

B'iJik

This minor bureaucrat, who served on the **Klingon High Council** in 2368, was initially reluctant to approach High Council leader **Gowron** with **Captain Picard's** request for the loan of a **Klingon-Bird-of-Prey** in 2368, but eventually relented. (*Starship Log*: 'Unification' Part I [TNG]) **SEE FILE 69**

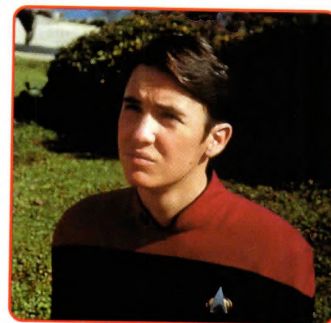
Biko, U.S.S.

A **UFP** supply ship, presumably named for **Steven Biko**, a 20th century resident of South Africa who was murdered by the police for his opposition to his country's racist policies. (*Starship Log*: 'A Fistful of Datas' [TNG]) **SEE FILES 31, 69**

Bilana III

This planet was where a **Federation** scientist, **Dr. Ja'Dar**, perfected his **soliton** wave-based propulsion system by using an enormous matrix of generators. (*Starship Log*: 'New Ground' [TNG]) **SEE FILES 64, 69**

Beta Thoridar
Betar prize
Betazed
Betazed, Holy Rings of
Betazoids
Beth Delta I
B'Etor
'Beyond Antares'
Bhavani, Premier
bicaridine treatment
'The Big Goodbye'
B'iJik
U.S.S. Biko
Bilana III
Bilar
Bilaren System
Bilecki, Lieutenant
bilitrium
billiards
bimonthly ear scan
biochips
bioenzymatic supplements
biogenic weapon
biomatter
biomimetic gel
bioneural fibers
bioneural gel pack
bioscanner
biospectral scan



A course of **bicaridine** treatment helped **Wesley Crusher** to recover from an injury he suffered during his time as a **Starfleet** cadet.



Lwaxana Troi, from the planet **Betazed**, displays characteristic **empathic** powers. She is also heir to her planet's **Holy Rings**.





◀ The presence of the ruling computer intelligence, Landru, stifled individuality among the inhabitants of Beta III, including Bilar. Thanks to Federation intervention, the citizens now enjoy a greater level of responsibility for their own lives.

Bilar A citizen of the community that was ruled by the computer being known as **Landru**. Bilar greeted the arriving **U.S.S. Enterprise** contingent in 2267. (*Starship Log*: 'Return of the Archons' [TOS])
SEE FILES 18, 68

▶ **Amanda Rogers grew up in the Bilaren System, unaware that she was actually a member of the Q Continuum.**

Bilaren System The home planet of **Amanda Rogers'** adoptive parents is located in this star system. (*Starship Log*: 'True-Q' [TNG])
SEE FILES 17, 57, 69

Bilecki, Lieutenant **Starfleet** officer assigned to **Deep Space Nine** in 2369. During her tour of the station, Lt. Bilecki became engaged to a young man from **Bajor**, and was one of the **Starfleet** personnel to remain aboard the station during the **Circle's** attempted coup in 2370. (*Starship Log*: 'The Siege' [DS9]) **SEE FILES 7, 27, 70**



bilitrium This scarce lucent aggregate was transformed into a powerful explosive by the **Kohn-ma** terrorists, using an antimatter converter, when they tried to destroy the **Bajoran wormhole** in 2369. (*Starship Log*: 'Past Prologue' [DS9]) **SEE FILES 7, 10, 70**

billiards A generic term used to describe a number of games played with balls and a stick, known as a cue, on a rectangular table covered with cloth. The crew of the **U.S.S. Voyager** favor a game known as eight ball pool. (*Starship Log*: 'The Cloud' [VOY]) **SEE FILES 29, 56, 71**

bimonthly ear scan Due to the nature of **Ferengi** physiology, bimonthly ear scans are recommended to check for potentially fatal infections. (*Starship Log*: 'The Bar Association' [DS9]) **SEE FILES 14, 70**

biochips These **Borg** chips, embedded in each drone body, fuse their synthetic and organic elements into a functioning organism. Once installed, they are essential for survival. (*Starship Log*: 'I, Borg' [TNG]; **Star Trek: First Contact**) **SEE FILES 15, 52, 69, 79**

bioenzymatic supplements These small, bland yellow wafers comprise the normal diet of the **Iyaarans**. (*Starship Log*: 'Liaisons' [TNG]) **SEE FILES 7, 69**

biogenic weapon Extremely deadly and illegal biological weapon, created from a combination of **biomimetic gel**, **retroviral vaccines**, **isomiotic hypos** and **plasma flares**. **Maquis** intelligence reported that the **Cardassians** were stockpiling supplies of such weapons near the Demilitarized Zone in 2370. (*Starship Log*: 'Preemptive Strike' [TNG])
SEE FILES 13, 18, 60, 69

biomatter This living matter is frequently transported across the Galaxy. If unstable, biomatter must be manually loaded onto freighters rather than beamed aboard, unless the more modern **Mark VII transporters** are used. (*Starship Log*: 'Family Business' [DS9])
SEE FILES 27, 70

biomimetic gel This rare and valuable substance is a necessary component of biogenic weapons. It is a restricted substance which can be dangerous if not handled correctly, and its sale is forbidden by **Federation** law. It is feared that the disappearance of the **U.S.S. Fleming** in 2370 may be due to its cargo of biomimetic gel. (*Starship Log*: 'Force of Nature' [TNG]; 'Distant Voices' [DS9]) **SEE FILES 69, 70**

bioneural fibers This component of the pattern buffer relays on a food replicator is found only on **Federation** vessels. The technology was given illegally to the **Kazon-Nistrim** by **Ensign Seska** and was later traced back to the **U.S.S. Voyager**. The technology proved incompatible with the Kazon ship, and caused an explosion which killed the crew. (*Starship Log*: 'State of Flux' [VOY]) **SEE FILES 18, 43, 71**

bioneural gel pack These bioneural processors are essential to the smooth running of many vessels. Due to their nature, they are vulnerable to viral and other infections. The **U.S.S. Voyager** initially carried 47 replacement gel packs in its inventory, some of which were used during a viral infection on **Stardate 48846**. (*Starship Log*: 'Learning Curve' [VOY]) **SEE FILE 29, 71**

▶ Due to the biological nature of the gel packs, when several malfunctioned the crew of the **U.S.S. VOYAGER** took one to sickbay for further analysis.



bioscanner This scanner component of the **U.S.S. Voyager** is used to determine a more comprehensive analysis of a particular life form. In 2371, **Voyager** encountered a spacefaring life form and moved to within bioscanner range to gain further knowledge. (*Starship Log*: 'Elogium' [VOY]) **SEE FILES 5, 29, 71**

biospectral scan An invasive scan performed on **Trill** hosts to determine the health of the symbiont. An incision in the host is required in order for the scanner to be inserted. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 9, 70**